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IN THE CLAIMS:

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Claims 1-7 (canceled).

Claim 8 (currently amended): A method for generating/displaying a plane shape, comprising the steps of:

setting an equivalent a normal line [[with]], which becomes a tangent plane of an object shape, at [[in]] each vertex of a triangle shape plane patch which is a basic form necessary for generating/displaying [[a]] the object shape,

and setting a tangent line by decomposing said set normal line in a predetermined direction on an equivalent a tangent plane at a vertex of the triangle shape plane patch; [[and]]

specifying another a necessary tangent line;

at a position where another equivalent normal line with a new tangent plane based on the specified tangent line, determining between two corresponding vertexes of said triangle shape plane patch, and in a direction which is based upon said two corresponding vertexes a position of the normal line that becomes a new tangent plane of the subject shape; and

determining a direction of the normal line by normal lines at two vertexes.

Claim 9 (canceled).

Claim 10 (canceled).

Claim 11 (canceled).

Claim 12 (canceled).

Claim 13 (canceled).

Claim 14 (canceled).

Claim 15 (new): The method for generating/displaying a plane shape according to claim 8, wherein new normal lines are set sequentially between vertex normal lines or between sides of said triangle shape plane basic patch, thus forming a new triangle shape plane patch with said normal lines.

Claim 16 (new): The method for generating/displaying a plane shape according to claim 8, wherein new normal lines are set sequentially and repeatedly between vertex normal lines or between all triangle shape plane patches.

Claim 17 (new): The method for generating/displaying a plane shape according to claim 8, wherein setting of new normal lines based on triangle shape plane patch formed by set normal lines is sequentially performed repeatedly until reaching a display precision of the object shape.

Claim 18 (new): The method for generating/displaying a plane shape according to claim 8, wherein, the method is executed by a system for selecting a basic patch which is set with a normal line among basic triangle shape plane patches representing a schematic shape of the object shape.

Claim 19 (new): The method for generating/displaying a plane shape according to claim 8, wherein a new normal line is set by sequentially selecting triangle shape plane basic patch on which a normal line is set, thus forming an entire shape of the object shape recursively.